



Quick Start Rules

August 4, 2005

Chip Types: Bases, Troops and Actions

Bases are identified by the **B** icon on either side of their name, Actions have the **A** symbol listed in their Defense shield, and Troops have flat edges on their name bar, as shown below. Bases and Troops remain in play after coming to rest, while Actions are removed from play after they are resolved.

Reading the Chip

- 1 – Name of the chip
- 2 – The range of the chip's abilities, in increments. The standard increment is 5 centimeters (that's 2" to you and me). So a 2 in this oval = 4" range.
- 3 – Defense is the chip's ability to withstand attacks. Higher is better.
- 4 – Clout Point value, which serves both as the cost of including the chip in your stack, and its value at the end of the game, if it's still in play.
- 5 – This is where you find the abilities of the chip (see back for definitions). *Immunities are listed in parentheses, e.g. (Strike).*
- 6 – The color of the chip denotes its faction. Black = Undead, Green = Elves, Orange = Goblins, Purple = Centaurs. Different colors don't mix (except promo chips, which are neutral).



Game Play

Determine starting play randomly, then play proceeds clockwise with each player throwing one chip. After a chip comes to rest, resolve any activated abilities. After all chips have been thrown and resolved, go to Winning the Game.

1. *Throw a Chip into the Play Area*
 - a. Arc – the chip must have upward motion when leaving your hand, before dropping into the play area.
 - b. Distance – you must throw from at least one foot above the play surface.
 - c. No Fly Zone – your hand may not enter the space above the play area.
 - d. First Throw – your first throw of the game must be a base.
 - e. Out of Play – if your chip lands, bounces or rolls out of play, place it in your discard. If it pushes an opponent's chip out of play, that chip is placed back in play at the edge of the play surface.
2. *Apply Abilities*
 - a. Movement abilities must be resolved before activating any other abilities on a chip.
 - b. After Movement, all other abilities resolve simultaneously.
 - c. If a chip is destroyed, remove it from the play area and put it in its player's discard stack.
3. *Next player's turn, starting with step 1.*

Winning the Game

After all chips have been thrown and resolved, determine the winner.

1. *Count the total Clout Point Values for all of your chips in play.*
 - a. Your chips within the range of one or more of your bases are worth 1 additional point.
 - b. Some abilities (such as loyalty and drain) modify the Point Value of chips.
 - c. The last chip thrown by each player is treated as if its printed Clout Point value is 0 (zero). It can still earn points for being in range of a base and from abilities.
2. *The player with the highest total Clout Points is the winner.*

For more information and complete rules, visit: www.CloutFantasyUSA.com

Abilities

Ambush – Attack – When an opponent's troop chip rests within range of this chip, compare this chip's Ambush value to that chip's Defense. If the Ambush value is greater than or equal to the target's Defense, remove the opponent's chip from play.

Attract – Movement – Move a number of Troops in range equal to the Attract value directly toward this chip until they reach the edge of this chip. Stack chips if necessary.

Boost – Continuous – All of your chips within range of this chip add the Boost value to the value of their attack abilities. Boost effects are cumulative.

Counterattack – Attack – When targeted by an opponent troop's attack ability, compare this chip's Counterattack value to the Defense of the target chip. If your Counterattack value is greater than or equal to the target's Defense, remove the target chip from play.

Destroy – Standard – Remove from play a number of Troops and/or Relics (yours and/or your opponents) equal to the Destroy value and within range. Chips that are closest must be removed before chips that are farther away.

Fly – Continuous – When a chip without Fly is measuring range to a chip with Fly, the distance between the chips is considered 1 range increment higher.

Move – Movement – On the turn this chip is thrown, the owner may move the chip up to the Move value in range increments from its landing position.

Place – Movement – You may place this chip anywhere on the field instead of throwing it. You may choose not to activate this ability and throw the chip normally.

Precision – Movement – After you throw this chip, you may choose to re-throw it. You may do so a number of times equal to its Precision value.

Provoke – Continuous – When choosing a target for an attack ability, a player must choose a chip with Provoke before a chip without Provoke.

Raze – Attack – Remove from play a number of bases and/or relics (yours and/or your opponents') equal to the Raze value. Chips that are closest must be removed before chips that are farther away.

Rethrow – Rally – Pick up a number of your chips equal to the Rethrow value and within range. Throw them again. The chips activate. Do not activate any rally abilities on the chips.

Siege – Attack – Target an opponent's base or relic within range and compare your Siege value to the target's Defense value. If your Siege value is greater than or equal to the target's Defense, remove the target chip from play.

Strike – Attack – Target an opponent Troop chip within range and compare your Strike value to the Defense of the target chip. If your Strike value is greater than or equal to the target's Defense, remove the target chip from play.

Team – Continuous – The value of all attack abilities of this chip are increased by 1 for each other chip with the Team ability within range.

Weaken – Continuous – The values of all attack abilities on opponent chips within range are reduced by the Weaken value. Weaken effects are cumulative.

For more information and complete rules, visit: www.CloutFantasyUSA.com